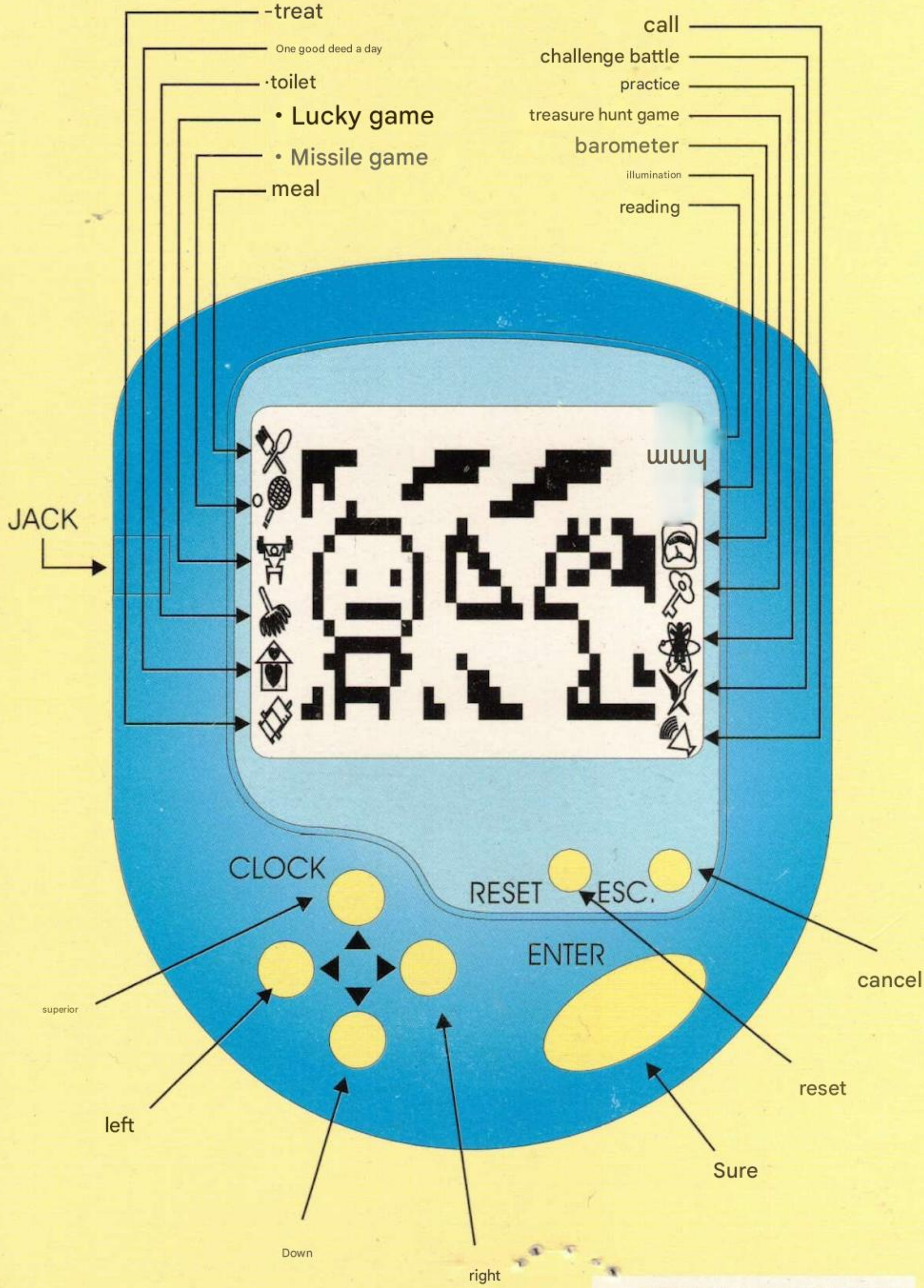
THUNDER
FIGHTER

GA981A

◇◇Thunder Fighter◇◇

MADE IN CHINA

This is a battle simulation game where you raise pets, improve their abilities, train them, and then battle opponents. To become stronger, you need all sorts of abilities, including age and weight, hunger, physical strength, health, intelligence, education, emotions, luck, attack power, and defense power. You also need a powerful weapon called "Dairikimaru" to defeat your opponent's attacks. Raise and fight with the strongest Thunder Boy or monster.



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Game start order

1. First, remove the insulating sheet.
   *Press the reset key when you change the battery, when the device is not working properly, or when you want to start over.
2. Set the time
   1. Press the CLOCK key to display the clock screen, then press the ENTER key to mark the seconds.
   2. Each time you press the key below, the display will be marked in the order of seconds ⇒ minutes ⇒ hours AM/PM seconds. Adjust each time using the left key (reverse adjustment) and right key (forward adjustment).
3. Thunder Boy and the Monster's Choice
   1. After setting the time, press the ENTER key.
   2. Use the left and right keys to select either Thunder Boy or Monster, and press the ENTER key while it is displayed. At this time, the clock will be displayed, so press the CLOCK key to return to the normal display.

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   3. After about 5 seconds, lightning will ring out and the baby will be born.
4. Once your pet is born, it will have a summoning mark, so feed it first. After that, it's up to you. Raise the strongest pet and fight.

★ Pet calling

When your pet calls out to you, check the barometer to see what it needs and choose the best food to give it to them (see below for a rough guide).

*Meal: When your stomach condition is 5 or less

Toilet: When your stomach is at level 8 or above,
Poop once every 3-5 hours

Play... When the emotional value is 3 or less

Sickness: When health is 4 or less

Bedtime: 9:00 PM every day

Wake up: 9:00 AM every day
(You can adjust the time at any time during play, but if you adjust the time to 9:00 AM or 9:00 PM during play, the bedtime and wake-up calls will not be made and the age will not increase.)

One good deed a day.....Irregular

Attack power, defense power... too low, when either is 2 or less

★ How to raise a pet:

Use the left and right keys to select the care mark, and once you've decided which one to use, press the ENTER key to confirm. To cancel, press the ESC key. Food: Use the left and right keys to select meat or candy, and keep pressing the ENTER key to feed it.

* Pressing the ENTER key once will allow you to eat faster.
Chicken...Don't eat if you're full. Ability effect: Weight +1~2
Candy... Eat unlimitedly. Ability effect: Weight +1, Emotion +1

Missile Game: Press ENTER to start. Use the left and right keys to avoid the falling missiles. If you are hit three times, you will automatically The game ends.
*Press the ENTER key to pause
Ability effect: Weight -1, Intelligence +1, Emotion +1

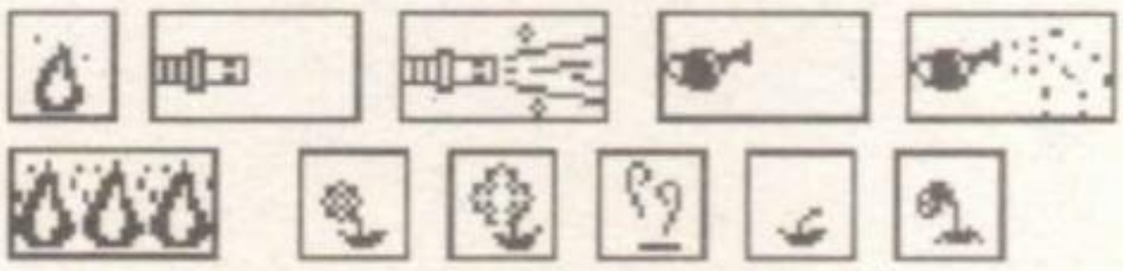
Lucky Game: Press the ENTER key to display three eggs, and press any key other than ESC or RESET to rotate the three eggs. After it stops, use the left and right keys to move the mark and press the ENTER key to guess which egg contains "Dairikimaru." "Dairikimaru" is a powerful weapon that can be used to defeat your opponent's attacks in battle.
Ability effect: If you hit the target successfully, your luck will increase by +2.

Toilet: Clean up promptly after pooping.
Ability effect: Attack power and defense power are reduced by -1 each time you poop.
If you do not clean and leave the environment dirty, the occurrence of disease will accelerate, and your health value will be reduced by
-1 every 15 minutes. *This does not apply when you are sleeping. Also, it does not apply when you do not poop.

One Good Deed a Day: Occurs irregularly.

There are two types of situations.

1. Fire: When a fire breaks out, select the fire hose. If you select it correctly, you can put out the fire. If you select it incorrectly, you will make the fire worse.
2. When the flowers wither/wither, select the watering can. If you select correctly, the flowers will come back to life. If you make a mistake, the flowers will be washed away.
   Ability effect: If correct, your culture score will be increased by 3, if incorrect your culture score will be decreased by 3. *This culture score will be a factor in determining your appearance after growth.



Treatment: If you become ill or are injured in battle, you will be treated.
Ability effect: Health value +2 for each treatment

Reading: Reading increases intelligence. If your pet's emotion is below 8, it will refuse to read, so first train its emotion and then read.

When your pet is reading, it will fall asleep after about 10 seconds. If you press the ENTER key within 10 seconds, an array puzzle will appear. This is a game where you arrange numbers in ascending order.
Use the ENTER key to select/confirm the number you want to move. Use the up, down, left, and right keys to move the number.
Ability Effect: If you remain asleep, your mood is -1 and your intelligence is -1. If you abandon the arrangement problem or remain in a stopped state for too long, your mood is -2.
If successful, you get +3 Emotion and +3 Intelligence.

1	2	3	4
5	6		

Lighting: When your pet goes to sleep or wakes up, turn the lights on or off within 15 minutes. Ability Effect: If your pet turns the lights on or off, it will gain Emotion 1.

Barometer: Keeps you updated on your pet's current status. The order and shape are as follows:

Age Weight Belly Health Emotions Intelligence Attack Defense

Treasure hunt game: Find "Dairikimaru" in this game. "Dairikimaru" fights

It will be a powerful weapon to defeat your opponent's attacks.

Use the left and right keys to select one of the four lines and press the ENTER key to start. Along the way, use the left and right keys to change the line and collect "Dairikimaru."

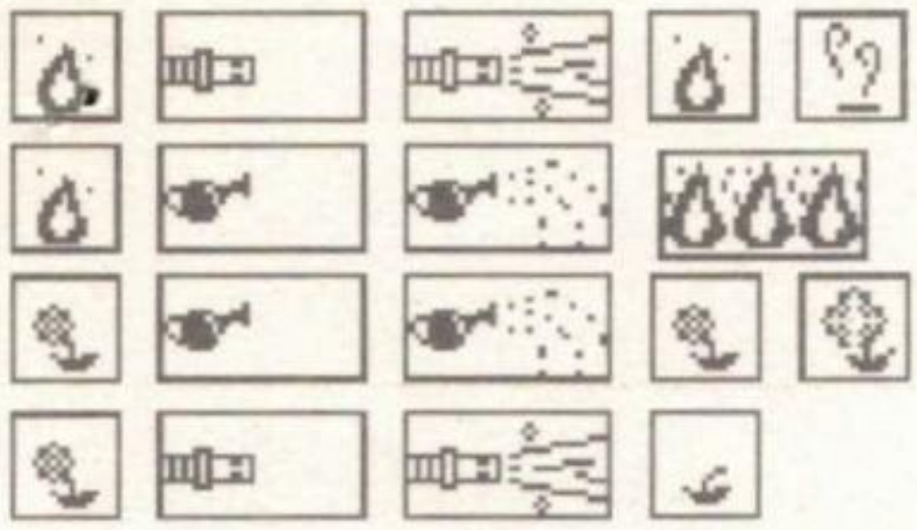
Ability effect: If successful, gain +1 emotion.

If you fail, your emotion will be -1.

Whether successful or not, Chikar 3,

Set weight to -1.

*Not possible if intelligence is 3 or less.



Training: Training strengthens attack power, defense power, and health. Use the left and right keys to select whether to strengthen attack power or defense power, and press the ENTER key to begin. There is a training time limit, so you must achieve the training standard within the time limit.

Once you press the attack power/ENTER key, the training will begin immediately, so if you quickly press the left and bottom keys alternately, fire and lightning will appear (depending on the bet). If you reach 2/3 or more, you are successful.

Ability effect: If successful, attack power increases slightly, if unsuccessful, there is no increase.

Weight is reduced by 5 regardless of success or failure.

Defense/Press the ENTER key and the training will begin immediately.

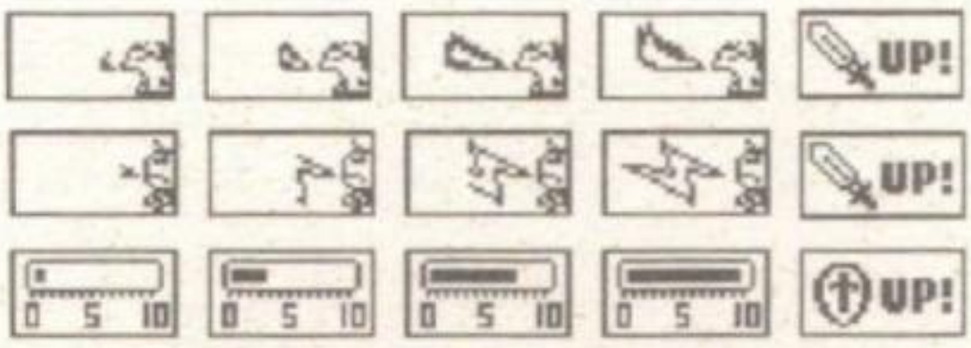
Press the ENTER key repeatedly until the energy level reaches more than half and you are successful.

Ability effect: If successful, defense power will increase slightly,

If you fail, don't go easy on yourself.

Whether successful or not, your weight will be reduced by 1.

* If you weigh less than 5kg you cannot practice.



・Challenge Battle: Battles are divided into three types: automatic, manual, and against the computer. First, select automatic or manual with the left and right keys and press the ENTER key to start.

Automatic: Connect two machines with a cord. They will automatically fight and decide the winner.

Manual: Connect two machines with a cord. Use the up and down keys to jump or crouch, and press the ENTER key to fire or lightning (depending on the pet) to compete.

Battle against the computer/Manually fight against the computer on your own machine.

Ability effect: Weight -2 regardless of victory or defeat

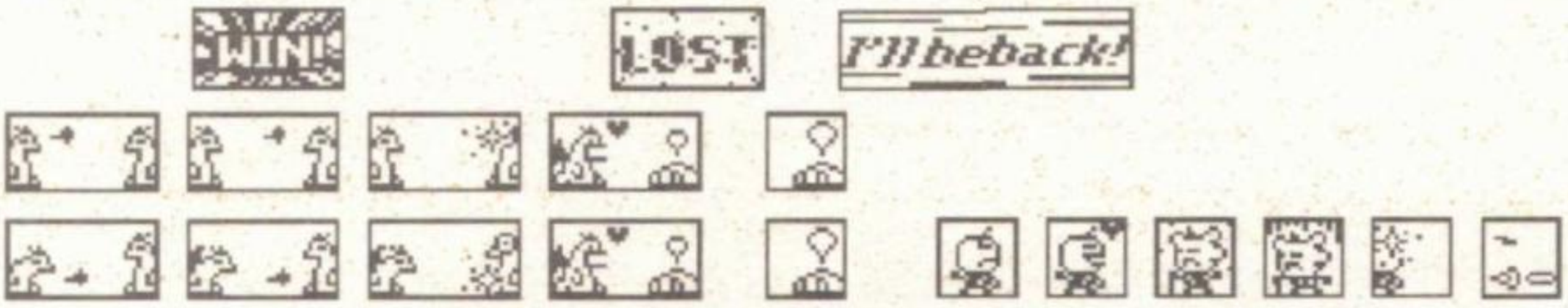
If you win, your attack power will be increased by 3, your defense power by 3, your luck by 2, and your mood by 2.

If you lose, your attack power will be decreased by 3, your luck by 3, your health by 4, and your mood by 2.

*Defense power decreases with each attack from the opponent, and the fight is decided when one side's defense power reaches 0. At the end of the battle, if defense power and attack power are 0, or weight is 0, or health is 0, the player dies. If either defense power or attack power reaches 0 but weight does not reach 0 and health does not reach 0, the player is injured and requires treatment.

*Children under the age of 3 cannot fight.

Secret function: Press the left and ENTER keys simultaneously, even children under 3 can do this.



★Reference materials

1. clock display

When the care mark is not displayed, pressing the CLOCK key will switch between the clock screen and the normal screen (pet screen).

2. High-speed function

When the "Otame" icon is not displayed and the normal screen is displayed, press and hold the left and ENTER keys simultaneously for 3 seconds to increase the speed to 120x. The same method can be used to return to normal.

* You can see the difference by alternating between displaying the CLOCK key and the normal screen.

3. Rapid Development

Method You can adjust the time at any time during the game, but if you change it to AM when it is 9 PM, your character will age by one year. If you change AM to PM and PM to AM, and repeat this process, your character will grow faster.

4. The longest age is 30.

◆Uses battery LR44

◆Battery life approximately 60 days

◆Caution 1.Battery replacement must be performed by a parent or guardian.

It is extremely dangerous if swallowed by small children.

2. If strong force is applied to the glass surface, it may break and cause injury.

◆If you have any questions about this product, please contact us below.
Inquiry hours: Monday to Friday, 10:00 AM to 5:00 PM

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